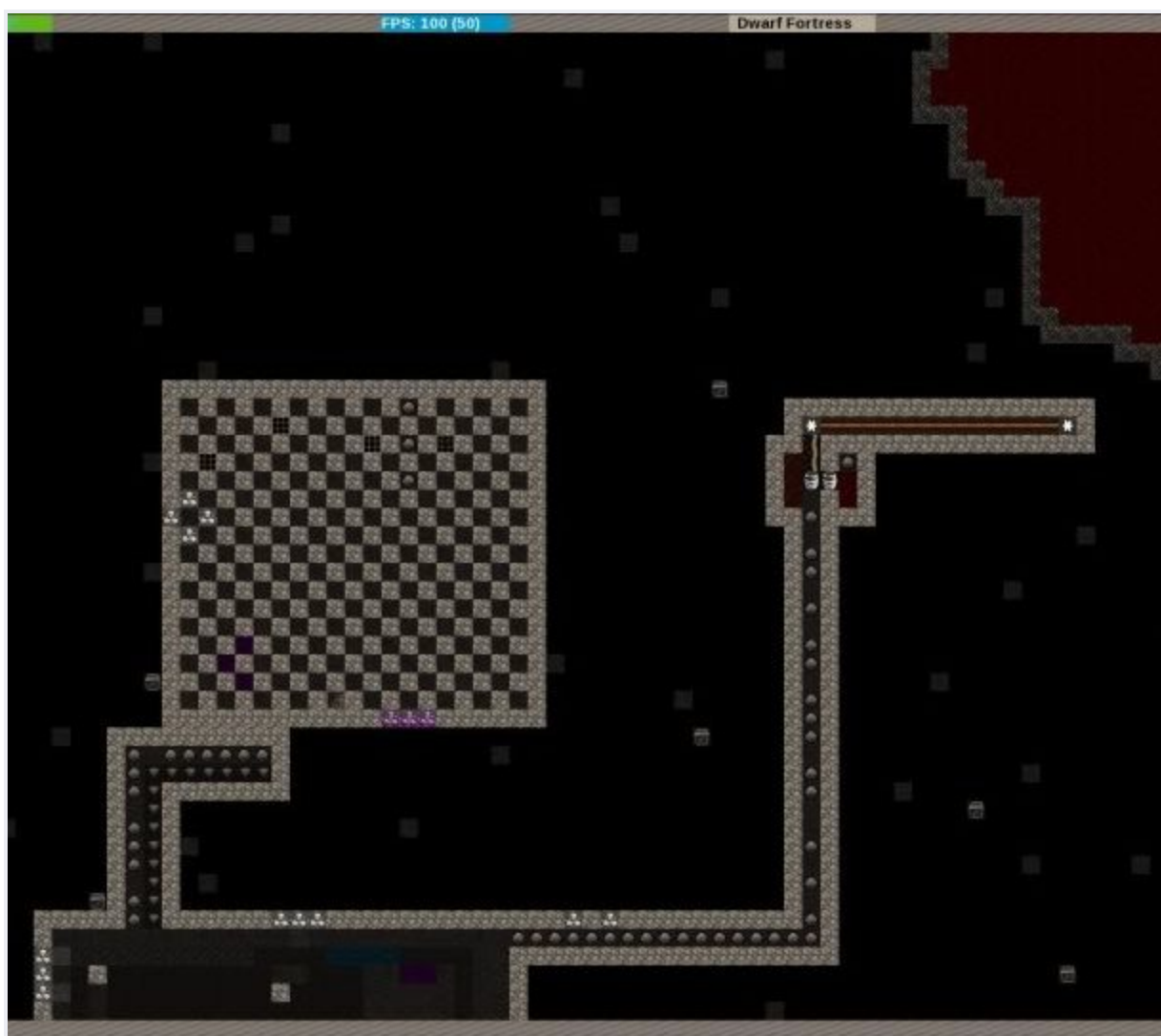


Dwarven Checkerboard

by ThatAussieGuy

Ladies and Gentledwarves, i present a new boardgame that you can play in your own mountainhomes - Dwarven Checkers!

First, dig out a large checkerboard pattern over an adamantine spire. It should be entered from a staircase under it.



Next, excavate the level over it so it is completely flat. After that, you'll want to clear the level above this and cut out the outer edge of the room so it drops. This will clear out the "open" spaces of the board below and leave the walls standing.

Source: <http://www.bay12forums.com/smf/index.php?topic=94140.msg2655541#msg2655541>

After this little bit of cave-in fun, cover the open spaces with magma-proof floor-grates (this is important) as seen below



So, "Aussie Guy" you ask, "Just what do we do next? This bit of construction seems random and pointless!". Well, Urist McAudience, a little bit of dedicated engineering is required next.

Source: <http://www.bay12forums.com/smf/index.php?topic=94140.msg2655541#msg2655541>

On the level above the board, you want to dig out two more rooms with the same dimensions as the board below in parallel over it with channeled-out edges dropping into the gameboard. Hatch them over and tie them to a lever each per "player". Then, fill one tank with water and the other with magma.



We're now almost there, but we're still missing something... Oh yes, game pieces! A quick dig down into the cotton candy spire will yield an amalgam of pieces for our game in a wide variety of colours. However the bold dwarf sent in must be sealed in so they go straight to the board. If you use a locked hatch, they get bored waiting while you make sure the piece-fetcher escapes and wander back to the box, upset that they can't play.

Source: <http://www.bay12forums.com/smf/index.php?topic=94140.msg2655541#msg2655541>

Once they are on the board



The game can begin!

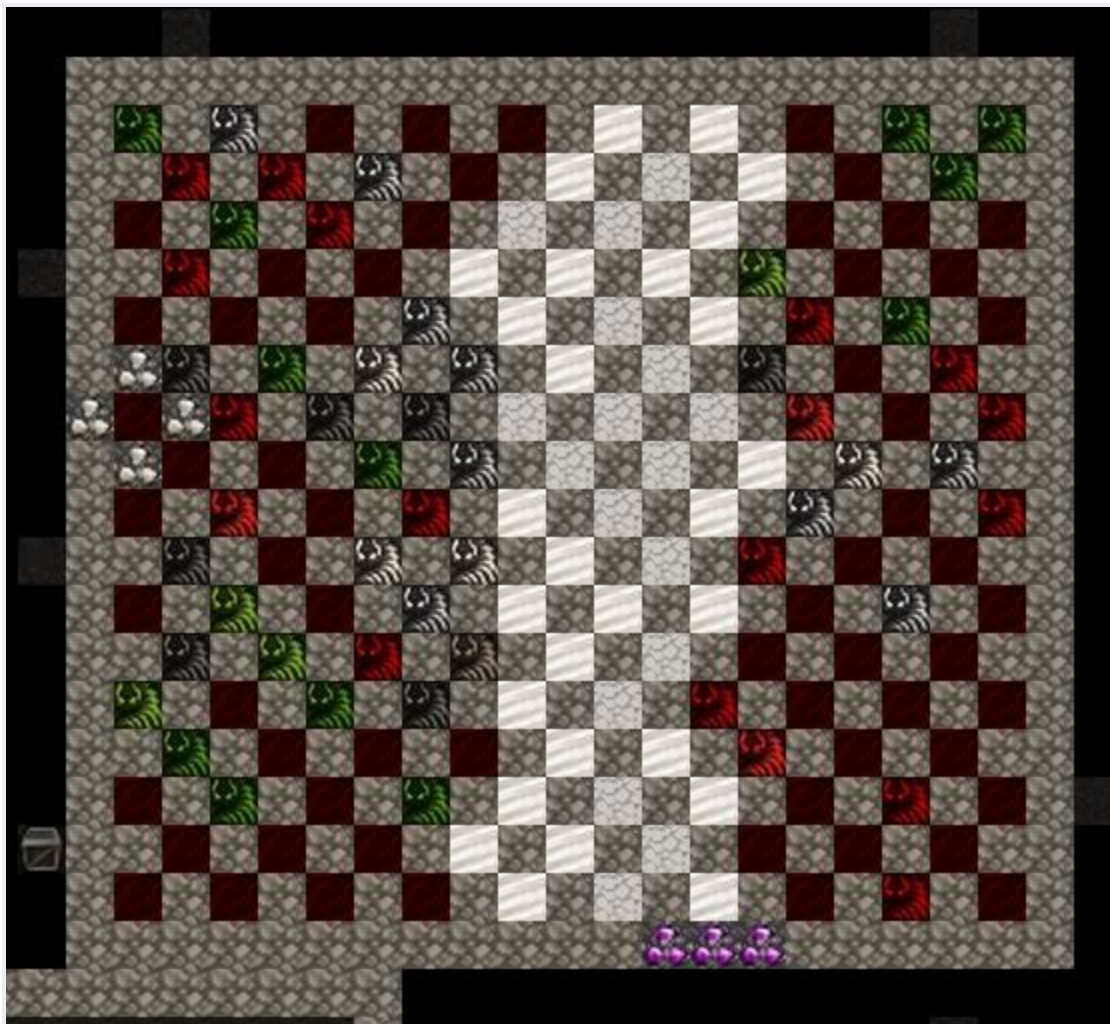
Source: <http://www.bay12forums.com/smf/index.php?topic=94140.msg2655541#msg2655541>

"Red" as it is slower, moves first so it can settle in without just flowing straight out into the box the pieces came from.



Source: <http://www.bay12forums.com/smf/index.php?topic=94140.msg2655541#msg2655541>

"Blue", as it flows much faster, goes second (give a moment for the magma to settle on the level above and drip down the floorgrates so it can flow over the whole board)



Source: <http://www.bay12forums.com/smf/index.php?topic=94140.msg2655541#msg2655541>

Alas, after only a turn apiece, the game is over.



(NOTE: ALWAYS stop the magma flowing before releasing the water or it'll create a wall and you'll only cast half the board)

The winner? Why, the dwarves of course! By a strange coincidence, a well-played game of dwarven checkers can clear out the entire group of checker pieces and leave the way open for a somewhat easier visit to the circus! Oh well, make of that what you will i suppose. The gameboard is also re-usable if necessary. Just clear out the obsidian on the lower level of the board.

Source: <http://www.bay12forums.com/smf/index.php?topic=94140.msg2655541#msg2655541>

edit: Here's a savegame for you to try at home - <http://dffd.wimbli.com/file.php?id=5007>

There are SIX notes scattered around the gameboard. Four are on the level with the liquid tanks (or, "player level"), Two VERY important ones are 5z-levels down below it. F5 is the shortcut that will bring you back to the player level of the fort.

Edit: Hell now belongs to ME. There's a pleasant town and seaside in there, with clifftop picnicking and lakeside villas.

☼

I was able to download ThatAussieGuy Photobucket album "Swordthunders" where all the Dwarven Checkerboard images are.

*I also copied the images to Dwarven Checkerboard imgur album <http://imgur.com/gallery/s6M0F>
-- Sanctume 07/15/2017*

Source: <http://www.bay12forums.com/smf/index.php?topic=94140.msg2655541#msg2655541>